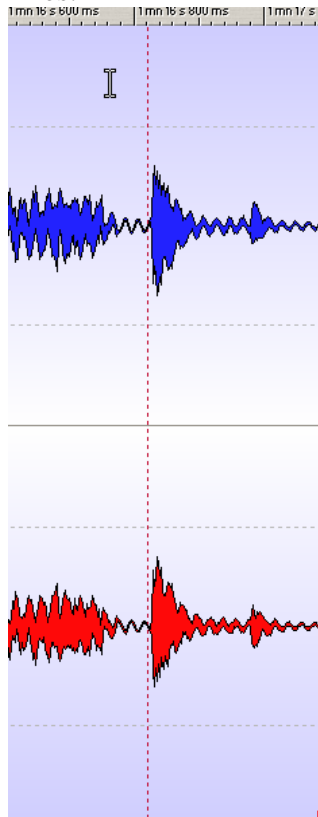


Using Cue Points in Wavelab 6

A cue point is a defined position marker that belongs to a clip. It may be positioned within or outside the clip. Cue points are displayed as dotted vertical lines.

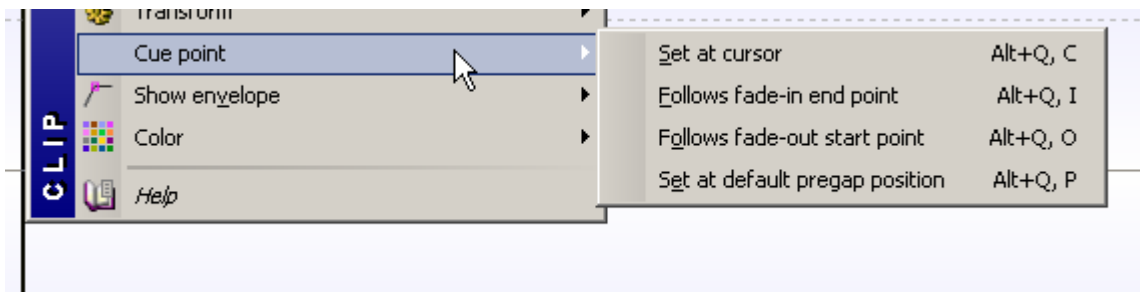


When you move a clip, its cue point will be magnetic to any edges, markers or positions activated on the Magnetic bounds menu. There are several uses for this:

- Set the cue point at a “relevant” position in the audio and use it to align the clip with other clips, etc.
- Set the cue point before the start of a clip, allowing you to position clips in a row with pre-defined spaces (by magnetizing the cue point to the end of the previous clip)
- Set the cue point at the fade-in or fade-out of a clip, making it easy to maintain defined fade lengths when crossfading.

To set the cue point for a clip, proceed as follows:

1. If you want to set the cue point at an arbitrary position, move the Montage cursor to that position.
2. Right-click on the clip to bring up the clip speed menu.
3. Open the Cue point submenu.



4. Select one of the functions on the submenu:

- | | |
|----------------------------------|---|
| Set at cursor: | Sets the cue point at the current Montage cursor position. |
| Follows fade-in end point: | Sets the cue point at the clip's fade-in junction point. The cue point will follow the handle if you move it. |
| Follows fade-out start point: | As the previous option, but for the fade-out start point. |
| Set at default pre-gap position: | Sets the cue point before the start of the clip, at a distance governed by the default pre-gap position (set on the Edit view : Options menu) |

Each clip can only have one cue point. This means that if you repeat the procedure above and select another option on the submenu, the cue point will be moved to a new position.